

CLAIMS

We claim:

1. A method of playing a modified twenty-one game between at least one player and a dealer using one or more decks of cards and a table layout having a playing surface with a dealer position, a plurality of player positions, and a common card position, comprising the steps of:
 - (a) each player placing an initial wager to participate in the game;
 - (b) dealing one or more cards to each player at the player's position;
 - (c) dealing one or more cards to the dealer at the dealer's position;
 - (d) dealing one or more unknown cards to the common card position;
 - (e) dealing additional cards to players electing to receive more cards;
 - (f) allowing players to adjust the wager prior to receiving additional cards;
 - (g) dealing additional cards to the dealer following a fixed set of rules;
 - (h) calculating the hand count of each player hand using the card values dealt to the player and the common card value;
 - (i) calculating the hand count of the dealer hand using the card values dealt to the dealer and the common card value;
 - (j) comparing the hand count of each player's hand to the hand count of the dealer's hand to determine whether each player beats the dealer, loses to the dealer or ties with the dealer;
 - (k) issuing awards to each player beating the dealer, according to an award schedule.
2. A method of Claim 1(a) in which the range of minimum and maximum

initial wagers is established by the gaming establishment.

3. A method of Claim 1(b) in which one initial card is dealt to each player.
4. A method of Claim 1(b) in which any initial cards dealt to a player are face-up.
5. A method of Claim 1(b) in which any initial cards dealt to a player are face-down.
6. A method of Claim 1(b) in which some of the initial cards dealt to a player are face-up and some are face-down.
7. A method of Claim 1(b) in which an initial card is dealt to a player and, if the dealer's card matches any pre-determined cards or values, a second card is dealt.
8. A method of Claim 1(b) in which an initial card is dealt to a player and, if the dealer's card is a "9" of any suit, a second card is dealt.
9. A method of Claim 1(c) in which one card is dealt to the dealer.
10. A method of Claim 1(c) in which any initial cards dealt to the dealer are face-up.
11. A method of Claim 1(c) in which any initial cards dealt to the dealer are face-down.
12. A method of Claim 1(c) in which some of the initial cards dealt to the dealer are face-up and some are face-down.
13. A method of Claim 1(c) in which an initial card is dealt to the dealer and, if the dealer's card matches any pre-determined cards or values, a second card is dealt.

14. A method of Claim 1(c) in which a first card is dealt to the dealer and, if the dealer's card is a "9" of any suit, a second card is dealt.
15. A method of Claim 1(d) in which a first initial unknown common card is dealt and, if the dealer's card matches any pre-determined cards or values, a second unknown common card is dealt.
16. A method of Claim 1(d) in which a first initial unknown common card is dealt and, if the dealer's card is a "9" of any suit, a second unknown common card is dealt.
17. A method of Claim 1(d) in which all common cards are unknown and dealt face-down.
18. A method of Claim 1(d) in which at least one of the common cards is unknown and dealt face-down.
19. A method of Claim 1(e) in which a player may elect to receive additional cards until the hand count equals or exceed a pre-determined maximum value.
20. A method of Claim 1(e) in which a player may elect to receive additional cards until the hand count equals or exceed a value of 21.
21. A method of Claim 1(e) in which a player may elect to receive additional cards regardless of any adjustments to the wager.
22. A method of Claim 1(e) in which a player may only receive a fixed number of additional cards following an adjustment to the wager.
23. A method of Claim 1(e) in which a player may only receive one additional card following an adjustment to the wager.

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24. A method of Claim 1(f) in which a player may adjust the wager by electing to receive at least one additional card.
25. A method of Claim 1(f) in which a player may adjust the wager up to double the amount previously wagered by electing to receive at least one additional card.
26. A method of Claim 1(f) in which a player may adjust the wager up to triple the amount previously wagered by electing to receive at least one additional card.
- 10 27. A method of Claim 1(f) in which a player may adjust the wager by electing to receive at least one additional card until the hand count equals or exceed a pre-determined maximum value.
28. A method of Claim 1(f) in which a player may adjust the wager by electing to receive at least one additional card until the hand count equals or exceed a value of 21.
- 15 29. A method of Claim 1(f) in which a player may adjust the wager without electing to receive additional cards.
30. A method of Claim 1(g) in which the dealer receives additional cards until the hand count equals or exceed a pre-determined maximum value.
- 20 31. A method of Claim 1(g) in which the dealer receives additional cards until the hand count equals or exceed a value of 9.
32. A method of Claim 1(h) in which cards are dealt from one or more standard deck of 52 cards comprised of four cards of 13 ranks: 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King and Ace, with a player's hand count

calculated by:

(a) counting 2 through 10 cards at face value;

(b) counting Jack, Queen, and King cards as ten; and

(c) counting Ace cards as one or eleven.

5 33. A method of Claim 1(i) in which cards are dealt from one or more standard deck of 52 cards comprised of four cards of 13 ranks: 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King and Ace, with a dealer's hand count calculated by:

(a) counting 2 through 10 cards at face value;

(b) counting Jack, Queen, and King cards as ten; and

10 (c) counting Ace cards as one or eleven.

34. A method of Claim 1(i) in which cards are dealt from one or more standard deck of 52 cards comprised of four cards of 13 ranks: 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King and Ace, with a dealer's hand count calculated by:

(a) counting 2 through 10 cards at face value;

15 (b) counting Jack, Queen, and King cards as ten; and

(c) counting Ace cards as eleven if possible to do so without exceeding a hand count of 21, or otherwise counting the Ace as one.

35. A method of Claims 1(h) and 1(i) in which player and dealer cards are dealt from the same one or more decks of cards.

20 36. A method of Claims 1(h) and 1(i) in which player and dealer cards are dealt from different decks of cards.

37. A method of Claim 1(j) in which the comparison of a player's hand count with the dealer's hand count results in the following outcomes:

(a) If a player has a higher hand count than the dealer without busting, the player beats the dealer;

(b) If the dealer has a higher hand count than a player without busting, the player loses to the dealer;

5 (c) If a player busts, the player loses to the dealer regardless of the dealer's hand count;

(d) If the dealer busts and a player does not bust, the player beats the dealer; and

10 (e) If a player and dealer have the same hand count, the player and dealer tie unless the hand count is twenty-one and one of the two hands is comprised of two cards in which case a two card twenty-one beats any other hand count of twenty-one.

38. A method of Claim 1(j) in which the comparison of a player's hand count with the dealer's hand count results in the following outcomes:

15 (a) If a player has a higher hand count than the dealer without busting, the player beats the dealer;

(b) If the dealer has a higher hand count than a player without busting, the player loses to the dealer;

20 (c) If a player busts, the player loses to the dealer regardless of the dealer's hand count;

(d) If the dealer busts and a player does not bust, the player beats the dealer; and

(e) If a player and dealer have the same hand count, the player loses to the dealer.

39. A method of Claim 1(k) in which awards issue for all winning player hands in accordance with the following pay schedule:

5 (a) Two cards with a hand count of twenty-one pays three-to-two odds; and

(b) All other hands pay one-to-one odds.

40. A method of Claim 1(k) in which awards issue for all player hands that beat the dealer hand, in accordance with the following pay schedule:

10 (a) Two cards with a hand count of twenty-one pays six-to-five odds; and

(b) All other hands pay one-to-one odds.

(c) A method of Claim 1(k) in which awards issue for all player hands that beat the dealer hand such that the odds paid on the initial wager are the same as the odds paid for any subsequent wagers.

15 41. A method of Claim 1(k) in which awards issue for all player hands that beat the dealer hand, in accordance with the following pay schedule:

(a) Two cards with a hand count of twenty-one pays six-to-five odds; and

(b) All other hands pay one-to-one odds.

20 42. A method of Claim 1(k) in which awards issue for all player hands that beat the dealer hand such that the odds paid on the initial wager are different than the odds paid for any subsequent wagers.

43. A method of playing a modified twenty-one game between at least one player and a dealer using one or more decks of cards and a table layout

having a playing surface with a dealer position, a plurality of player positions, and a common card position, comprising the steps of:

(a) each player placing an initial wager between the maximum and minimum wager levels set by the gaming establishment to participate in the game;

(b) dealing one card face-up to each player at the player's position;

(c) dealing one card face-up to the dealer at the dealer's position;

(d) dealing one unknown card face-down to the common card position and, if the dealer's card is a "9" of any suit, dealing a second unknown common card face-down to the common card position;

(e) dealing any number of additional cards to players electing to receive more cards, regardless of any adjustments to the wager, until a player's hand count equals or exceeds a value of 21;

(f) allowing players to adjust the wager up to triple the amount wagered prior to receiving an additional card until the player's hand count equals or exceeds a value of 21;

(g) dealing additional cards to the dealer until the dealer's hand count equals or exceeds a value of 9;

(h) calculating the hand count of each player's hand using the card values dealt to the player and the common card value, with all cards dealt from one or more standard deck of 52 cards comprised of four cards of 13 ranks: 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King and Ace, such that:

- i. 2 through 10 cards count at face value;
- ii. Jack, Queen, and King cards count as ten; and
- iii. Ace cards count as one or eleven.

(i) calculating the hand count of the dealer's hand using the card values dealt to the player and the common card value, with all cards dealt from the same one or more standard deck of 52 cards used by the players and comprised of four cards of 13 ranks: 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King and Ace, such that:

- i. 2 through 10 cards count at face value;
- ii. Jack, Queen, and King cards count as ten; and
- iii. Ace cards count as eleven if possible to do so without exceeding a hand count of 21, or otherwise Ace cards count as one.

(j) comparing the hand count of each player's hand to the hand count of the dealer's hand to determine one of the following outcomes:

- i. If a player has a higher hand count than the dealer without busting, the player beats the dealer;
- ii. If the dealer has a higher hand count than a player without busting, the player loses to the dealer;
- iii. If a player busts, the player loses to the dealer regardless of the dealer's hand count;
- iv. If the dealer busts and a player does not bust, the player beats the dealer; and

- v. If a player and dealer have the same hand count, the player and dealer tie unless the hand count is twenty-one and one of the two hands is comprised of two cards in which case a two card twenty-one beats any other hand count of twenty-one.

5 (k) issuing awards to each player beating the dealer, in accordance with the following pay schedule:

- i. Two cards with a hand count of twenty-one pays three-to-two odds on the entire wager; and
- ii. All other hands pay one-to-one odds on the entire wager.

10 44. A method of playing a modified twenty-one game between at least one player and a dealer using one or more decks of cards and a table layout having a playing surface with a dealer position, a plurality of player positions, and a common card position, in which the dealer and players use one or more common cards that remain unknown until all player
15 and/or dealer decisions are completed.